The Ancient Art of War in the Skies

The ~~Ultimate~~ World War I Strategy & Action Game™

Fun

TECHNICAL SUPPLEMENT
FOR ATARI ST COMPUTERS

CONTENTS

Your *Ancient Art of War in the Skies* package should contain a manual, this Technical Supplement, a set of Atari ST 3.5" disks and a registration card.

REQUIRED EQUIPMENT

• COMPUTER

This simulation requires an Atari ST with at least 1 Mb. of RAM.

• CONTROLS

Ancient Art of War in the Skies can be run from the keyboard, mouse or joystick. The mouse is recommended during menu selection.

• DISPLAY

Ancient Art of War in the Skies requires a colour display.

• DISK DRIVES

Ancient Art of War in the Skies can be played from a double-sided (1 Mb.) disk drive but works best if installed on a hard disk.

INSTALLATION ON FLOPPY DISKS

• WRITE PROTECT

Check that all disks are write protected (the hole is visible in the top right-hand corner of the disk) if they are not, then flip across the small tab on each disk. This will protect your original disks from accidental erasure.

• BACKUP DISKS

It is recommended that you copy the disks supplied in the package and keep the originals in a safe place. Copies are for your personal use only. See the copyright notice at the end of this document. For details on disk copying please refer to your Atari ST computer manual.

• SAVE GAME DISK

If you are running from floppy disks, you are advised to have a blank formatted disk ready as your Save Game Disk.

INSTALLATION ON HARD DISK

• Boot up your hard disk as normal and insert the first *Ancient Art of War in the Skies* Disk (containing INSTALL.PRG).

• Open this disk and double-click on the Install icon.

• Click on the Start button to begin Installation.

• Please follow any on-screen prompts.

A drawer will be created on your hard disk containing all

necessary files. When the installation is complete you will see an Alert Box. Select OK and you will be returned to the Desktop.

Loading from the Floppy Disks

- Turn off your computer and remove all unnecessary peripherals.
- Insert your *Ancient Art of War in the Skies* Disk 1 into your double-sided drive and switch on the computer. Double-click on the SKIES.PRG icon.
- Please follow any on-screen prompts.

Note for single-sided internal drive owners with external double-sided drive fitted.

When the machine is first switched on, or reset, you must select the directory on the external drive and double-click on SKIES.PRG.

Loading from your Hard Disk

Boot up your hard disk as normal. Open the folder selected with the Install Program and double-click on the game icon.

Saved Games

If running from a floppy then the computer will prompt you for the Save Game Disk to be put in the disk drive.

Loading A Saved Game

Saved games can be loaded as a pre-game option. To load a saved game, choose the option from the Clipboard Menu when you start the simulation. If you are running from a floppy you will be asked to put the Save Game Disk in the disk drive.

Copy Protection

The Ancient Art of War in the Skies has no disk copy protection. However, the program asks you a manual-related question. Use the manual to answer the question. MicroProse regrets that continuing casual and organised software piracy requires that this minimal form of copy protection is retained.

The Read Me File

The latest notes regarding this program, additions, revisions etc can be found in an ASCII file named READ.ME. You can read the file from the Desktop by double-clicking on the icon (further details are found in your computer manual).

Operating Difficulties

In the vast majority of cases a loading problem is not because of faulty software, but either incorrect loading procedure or hardware fault. Please ensure that the loading instructions have been correctly executed. The most common hardware failures are due to a misalignment of the heads in the disk drive. Such faults may be detected by loading the game on another computer.

Technical Assistance

If you experience difficulties with the game, you may need some help from us. As we receive many calls every day, we can deal with your enquiry more efficiently if you have the following information available:

1. The correct name of the game
2. The type of computer you are running it on
3. Exact error message reported (if any)
4. The version # of the game

Ring us on 0666 504399, Monday to Friday 0900 to 1700 hours. Have a pen and paper handy when you call. Alternately, you can write to Customer Services at the address shown in this document.

Virus

Be aware that a virus may have transferred into your hardware from another piece of software. Pirated copies of games are an incredibly common source of virus problems It always pays to own original software.

Software Fault

In the unlikely event of a software fault please return the complete package, with your receipt, to the **place of purchase**. MicroProse regret that goods cannot be replaced unless bought from the company directly.

Simulation Enhancements Additional Information

The Airfield

After starting the game, the opening title sequence will play. When it concludes, you will be at the airfield. To skip the title sequence, press any key and you will go directly to the airfield.

The Airfield can be thought of as the "Main Menu". From here you can access the various parts of the game. If you don't do anything for 30 seconds, the game will begin a self-playing demo. Press any key to exit the demo.

Game Controls

Available commands and options appear on the top line of the screen. To activate a command simply press the first letter of the command or the key it describes.

The Menu and Option screens can be navigated with the following keys:

Arrow Keys (Cursor and Keypad): Select different options.

Enter Key: Activate selected option or the default option which is highlighted in red at the top of the screen.

Esc Key : Close the current clipboard or window and back up.

Ctrl-Q: Exit to Operating System.

Mouse Control

Left button = Enter key.

Right button = Esc key.

Playing a Campaign

If this is your first time through the game, we suggest you try some of the Training missions to learn how to bomb and dogfight before playing a full war campaign. Select Training from the Clipboard and skip ahead to the Dogfight or Bombing description on this card.

For detailed instructions, see Book I of the Training Manual.

If you want to jump right into the thick of things, follow these simple steps to start the game:

1. Load the game (see above).
2. From the Airfield Clipboard, select Go to War.
3. Answer the question on the Roundel.
4. Select a campaign title.
5. Select Begin the Campaign.
6. The campaign begins when you see the overview map with the pictures of your opponents.

Overview of a Campaign

Your primary activity is to send your fighters and bombers, which are stationed at your airfields, on dogfight and bombing missions. When one of your fighter squadrons encounters an enemy squadron you can "zoom in" to a dogfight. When one of your bomber squadrons reaches a designated target, you can "zoom in" and direct the bombing run.

There are three ways to win:

1. Capture/destroy all enemy airfields/aircraft.
2. Capture or destroy any enemy Capital.
3. Force the enemy to surrender.

You capture territory when the battle front (the jagged double line that stretches across the map) advances into enemy territory. You can influence the movement of the front by strategically bombing enemy targets and the front itself.

For more details on game strategy see Book II of the manual, the Planning Guide.

The Marker

You interact with the game at the map level with the Marker. When over Allied territory (the green side) it is a Roundel. When the marker is over Central Powers territory (the red side) it is an Iron Cross. It is used to give instructions to your units and to learn information about enemy forces. The Marker can be moved with the arrow keys, mouse or joystick.

You can send a squad on a mission by moving the Marker to one of your airbases (the Marker will turn into a magnifying glass). Press <ENTER> and follow the instructions at the top of the screen.

There are 9 types of strategic targets that you can bomb. You can identify these targets by moving your Marker over them. If it is a valid target, it will be identified in the window at the top right of the screen. You can also bomb the front.

Map Level Controls

Arrow Keys:	Move Marker Scroll map when Marker toggled off.
Enter Key:	Select squad under Marker. Select an option.
Esc Key:	Select clipboard with additional options. To backup/unselect an option.
Letter Keys:	Activate menu command that starts with that

letter. Example: Press T to change Time.

INS Key:	Toggle Marker on and off.
Alt/S:	Toggle sound on and off.
Alt/M:	Enable mouse or disable mouse.
Ctrl/Q:	Exit to Operating System.

MENU AND CLIPBOARD

Some of your available commands appear on the menu bar. Others are on the clipboard. Press the first letter of a menu command or Esc for the clipboard. Not all commands are available at all times.

Time: Adjusts the speed of the game.

Dogfight: When two squads encounter, they will be replaced with a dogfight encounter symbol. Use this command to "Zoom in" and participate in the dogfight. If you wait too long, the dogfight will begin without you.

Bomb: When your bomber squad reaches its target, it will be replaced with a bomb symbol. Use this command to "Zoom in" and participate in a bombing run. If you wait too long, the bombers will begin without you.

Squad Info: Lets you change the Flight Plan or path of your airborne squads.

Overview Map (Alt/O): Shows a miniature view of the map.

Look at Campaign Rules: Shows you the rules settings for current campaign.

Show All Flight Paths: Displays the flight paths of all your squads that are in the air.

Save Campaign (Alt/D): Saves your game to disk.

Restart Campaign: This lets you begin the campaign over.

Display Help Window (Alt/H): This lets you see the Help Window.

Mission: This command lets you select a squadron and send it on a mission.

Surrender: Quit the campaign.

MISSIONS

1. To send a squadron of planes on a mission, move the Marker over one of your airfields that has planes on it and select Mission.
2. Assemble a squadron by selecting up to three fighter pilots and up to three bombers.
3. Change the squadron's Flight Settings by adjusting the following parameters: Altitude, Speed, Formation or Orders.
4. Select "Done" when finished with flight settings.
5. Assign a flight path to your squadron by marking vector points. When your squad reaches the end of its path it will retrace its path. If its last vector point is a friendly airfield, it will land there.

DOGFIGHT

When you "Zoom in" to a dogfight, you will be able to control fighters in close combat. Please see the "Flying a Fighter" chapter in the manual for more details.

FLIGHT CONTROLS (NUMERIC KEYPAD):

Direction:

climb left 7	nose up 8	climb right 9
level flight left 4		6 level flight right
1 dive left	2 nose down	3 dive right

Other Fighter Control Keys:

INS Key	half roll.
Space Bar	fire machine gun.
Keyboard Plus +	More Throttle.
Keyboard Minus -	Less Throttle.

SPECIAL COMMANDS

All special commands are shown in the box at the lower right corner of the screen. The commands available will change depending on the situation. Press the first letter of the command to use it.

View: Press <V> to alternate between Near View and Far View.

New Plane: Press <N> to control another friendly fighter. The fighter you are controlling is the one with the puffs of white smoke.

Pause: Press <P> to pause the game. Press any key to continue.

Rules: Press <R> to adjust the settings for the dogfight. Press <S> if you want to save them permanently. See the chapter "Flying a Fighter" in the Manual.

Leave: Press <L> to leave the dogfight and return to the map level. The dogfight will continue without you.

Escape: If the dogfight is not going well for you, press <E> and your planes will try to escape from their opponents. Bombers can not escape.

Bomber Gunner Controls

Up Arrow	Aim gun up
Down Arrow	Aim gun down
Space Bar	Fire gun.
New Post:	Press <N> to alternate between the front and rear gunner position on your bomber.

BOMBING RUN

When you zoom in to a bombing encounter, you can direct the bombing run for your squad. Please see the "Flying a Bomber" chapter in the manual for more details.

Bombing Run

1. Select a Bomber: If you have more than one bomber in the squad you can select which one to use.
2. Select an Approach: The Recon Photo shows you the bombing area. The blue circles are your assigned targets. The red X's mark the anti aircraft guns that you should avoid if possible. You can enter the bombing area from any side. Follow the instructions at the top of the screen to move the bomber to where you want it to enter the bombing area and press <ENTER>.
3. Flying Your Bomber: To change the direction your bomber is flying, use the Arrow Keys.

	NW	N	NE	
	7	8	9	
W	4		6	E
	1	2	3	
	SW	S	SE	

Other Bomber Control Keys

Space Bar: Drop a Bomb.

Enter: Look at Recon Photo. Press any key to continue

P: Pause. Press any key to continue.

Your bombs will fall from the side of the opening by the small red pointer. The gauge at the right side of the screen shows the number of bombs remaining (25 maximum).

Remember, this has been a quick overview. For more detailed information, see Book I and II of the manual

CREDITS

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